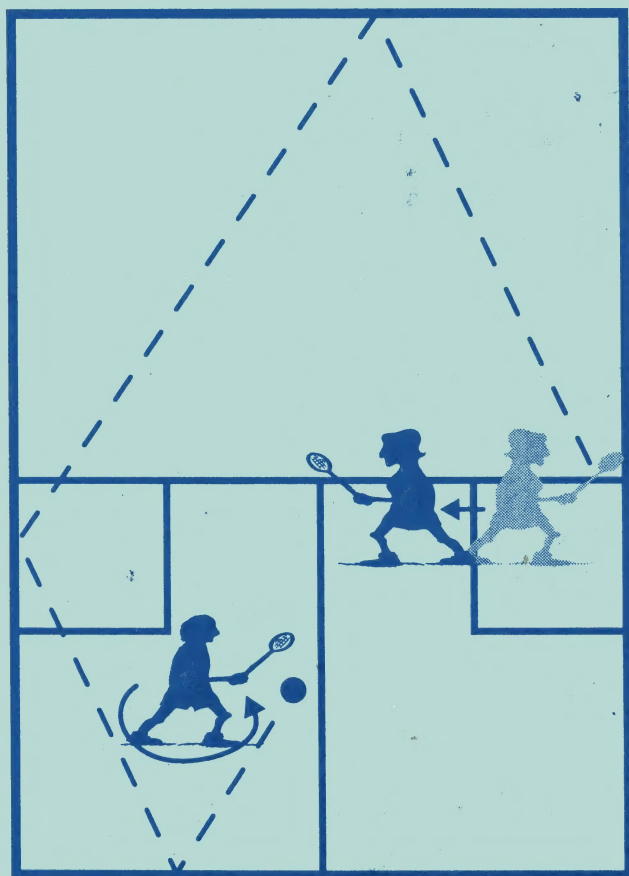


Guide

to Understanding
the Rules of Squash



5

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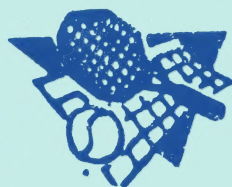
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Guide to Understanding the Rules of Squash

To be used with
the **(WSF) World Squash Singles Rules 2001**

Prepared by Squash Australia for the
World Squash Federation

To assist players, coaches and
referees with an interpretation
of the Rules of Squash

Effective 1 May 2001



Foreword from WORLD SQUASH FEDERATION

The World Squash Federation amends the Rules of Squash on behalf of its 115 Member Nations and a new edition comes into effect on 1 May 2001.

To ensure that players, coaches and referees of all standards correctly interpret the Rules and look beyond the written word into practical on-court situations, Squash Australia has, since 1993, produced a booklet of explanations and interpretations.

This excellent Guide to the Rules, written by one of the WSF's International Referees, Chris Sinclair and past Director of the Rules Committee, David Donelly, has been officially adopted by the World Squash Federation in the sure knowledge that there would not be a more authoritative book available.

Our sincere thanks to all those involved with this fine publication which we know will help everyone in Squash benefit from a clearer understanding of the Rules.

Susie Simcock
President
World Squash Federation

This Guide has been produced to accompany the official Squash Rules book. It has been written in simple language so that players and referees can better understand the complexities of the Rules. The Guide avoids using rule numbers to save readers having to refer frequently to a rule book.

Squash is a unique sport in which participants often also officiate. A better knowledge of the interpretation and application of the Rules will contribute significantly to making the game more enjoyable for everyone.

I would like to acknowledge the work of Margaret Campbell, whose idea the Guide originally was in 1993, and the assistance given to me by David Donelly in the production of this 2001 edition. I am delighted that the World Squash Federation has again endorsed the 'Guide to Understanding the Rules of Squash' as an official accompaniment to the Rules.

Chris Sinclair
Squash Australia
National Refereeing Director

Players - please

DO observe all the rules.

DO play the game in a sportsmanlike manner.

DO be ready to play at the announced starting time.

DO not place any object in the court.

DO not leave the court during a game without the permission of the Referee.

DO not deliberately distract your opponent.

DO not delay play unnecessarily.

DO say "Let please" and "Appeal please".

DO own up to your own returns which are not good,
e.g. second bounce and ball touching the board.

DO not hit a ball which clearly would put your opponent in danger.

DO ask the Referee for a brief explanation if you don't understand a decision - but don't argue.

DO pick up the ball between rallies.

DO not hit the ball around the court between rallies.

DO control your temper.

DO not comment on anyone's gender, ability, race or religion.

DO shake your opponent's hand at the end of the match.

DO thank the Marker and Referee.

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Officials - please

DO know the Rules thoroughly.

DO keep up to date with any rule changes.

DO communicate with your fellow officials.

DO assist aspiring officials.

DO be courteous and polite.

DO dress neatly.

DO look players in the eye and applaud them when they leave the court.

DO play by example. Your own on-court behaviour should be perfect.

DON'T argue with the players.

DON'T give lengthy explanations.

DON'T be over technical.

DON'T let players, coaches or spectators influence your decisions.

DON'T take your eyes off the action.

DON'T socialise with the gallery during a match.

DON'T be pompous or sarcastic.

Officials

A match is normally controlled by both a Marker and a Referee. A central position immediately above the back wall and as close to that wall as possible, is the correct position from which to mark and referee. The Marker and Referee should be together and preferably be easily distinguishable to the players.

Players are not allowed a change of Marker or Referee, even if they make such a request. Only the Tournament Referee may appoint or replace either official before or after the commencement of a match.

The Marker

The Marker calls the play, followed by the score, with the server's score called first and calls "Fault", "Foot fault", "Out", "Not up", "Down" or "Hand-out" as appropriate, (and even "Stop" if necessary) and repeats the Referee's decisions.

If the Marker makes a call, the rally has to stop.

If uncertain, the Marker should not make a call but allow the rally to continue. The loser of the rally can appeal at the end of the rally.

If play stops and the Marker is uncertain of the final return, the Referee makes the necessary decision, after the players have been told that the Marker is uncertain.

Match introduction

The introduction should be made by the Marker. This introduction serves two purposes:

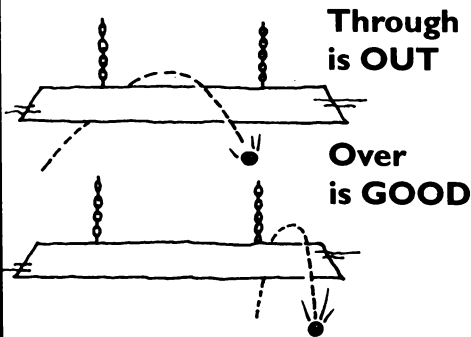
- to let the spectators know the players' names.
- to ensure that the players on court are the correct ones intended to play the match.

At major championships an announcer often makes the initial introduction of the players. This introduction would probably include the event, round, players' names, countries, seedings and some general comments.

The standard match introduction by the Marker is "Smith serving, Jones receiving, best of 5 games, love-all".

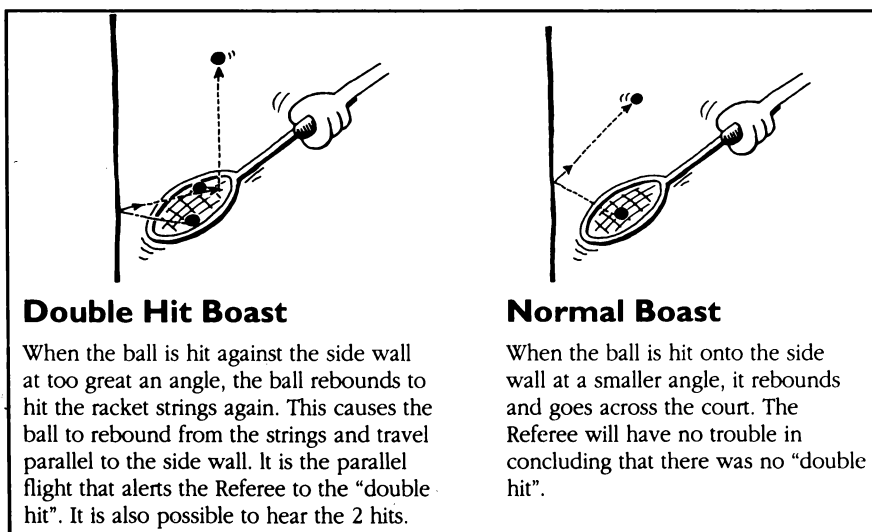
The use of first names should be avoided to eliminate any risk of familiarity with either player which could be interpreted as favouritism.

A ball which passes OVER a fitting attached to the ceiling, such as a light or a fan, remains in play. However, a ball which passes THROUGH such a fitting is out.



Marker's calls

- Fault** To indicate that the service is a fault.
- Foot Fault** To indicate that the service is a foot fault.
- Not Up** To indicate that the ball has not been struck in accordance with the Rules.
- "Not up" applies when:
- (1) the ball is not struck by the racket held in the hand.
 - (2) the ball has been double hit.
 - (3) the ball has been carried on the racket ("scooped").
 - (4) the ball bounces twice on the floor before the striker hits it.
 - (5) the ball touches the striker or anything worn or carried other than the racket.
 - (6) the server makes one or more attempts but fails to strike the ball.



- Down** The ball has struck the floor before reaching the front wall or has struck the board or tin before hitting the floor.
- Out** The expression used to indicate that:
- (1) the ball has struck the out line or a wall above the out line, or the ceiling, or any fitting attached to the ceiling and/or wall above the out line; or
 - (2) the ball has passed through any fitting attached to the ceiling and/or wall above the out line; or

- (3) in addition to (1) and (2), on courts which are not fully enclosed, the ball has passed over the out line and out of the court without touching any wall; or if no out line is provided, passed over any wall and out of the court.

Hand-out To indicate that a change of server has occurred.

4 - 3 An example of the score. The server's score is always called first.

5 - all If points are equal, the wording used is "all."

Set 1 Called by the Marker after the receiver has indicated that the game is to be played to 9 points after the score has reached 8-all. Called only once in any game.

Set 2 Called by the Marker after the receiver has indicated that the game is to be played to 10 points after the score has reached 8-all. Called only once in any game.

Game Ball To indicate that the server requires 1 point to win the game. Called every time this occurs.

Match Ball To indicate that the server requires 1 point to win the match. Called every time this occurs.

Yes Let/Let Repeating the Referee's decision that a rally is to be replayed.

Stroke to (Name of player/team) Repeating the Referee's decision to award a stroke to that player or team.

No Let Repeating the Referee's decision to disallow an appeal for a let.

Stop To stop play as appropriate when the Referee has failed to do so and other calls are not relevant, e.g. a fallen object.

End of a game

"9 - 5, game to Smith, Smith leads 1 game to love".

End of a match

"10 - 8, match to Smith, 9 - 7, 10 - 9, 3 - 9, 4- 9, 10 - 8".

Beginning of a game

"Smith leads 1 game to love, love-all".

"Jones leads 2 games to 1, Smith to serve, love-all".

Team events

During events between players representing different teams or countries, it is usual to use the names of the team or country.

The Referee

- Watches every rally from start to finish and watches between games.
- Ensures every rally reaches its fair and correct conclusion.
- Checks that the Marker has called the correct score.
- Also records the score.
- Keeps a record of Conduct Strokes etc.
- Answers appeals.
- Times all intervals.
- Announces the decisions to the players (not to the Marker).
- Uses correct terminology.
- Doesn't say, "I thought the ball was down" but is positive, "The ball WAS down".
- Is not reluctant to call "Stop".
- Ensures all Rules are applied correctly.
- Allows or disallows appeals for lets.
- Awards strokes.
- Makes decisions when a player is struck by the ball.
- Makes decisions on the category of injury.
- Decides all appeals against the Marker's calls or lack of calls.
- Decides all appeals regarding specifications.
- Is responsible for the enforcement of all times.

If a player is not ready to play within 10 minutes of the advertised time, the Referee may award the match to the opponent. If this happens during a tournament the Referee will usually consult other tournament organisers before awarding the match.

- Is responsible for ensuring court conditions are satisfactory for play.
- Must announce decisions loudly enough to be heard by the players on court and in the gallery.
- Does not intervene in the Marker's calling, unless the Referee decides that the Marker has made an error by stopping play, allowing play to continue or by calling an incorrect score.
- Keeps a written record of the score and the correct box.

The decision of the Referee is final.

Referee's calls

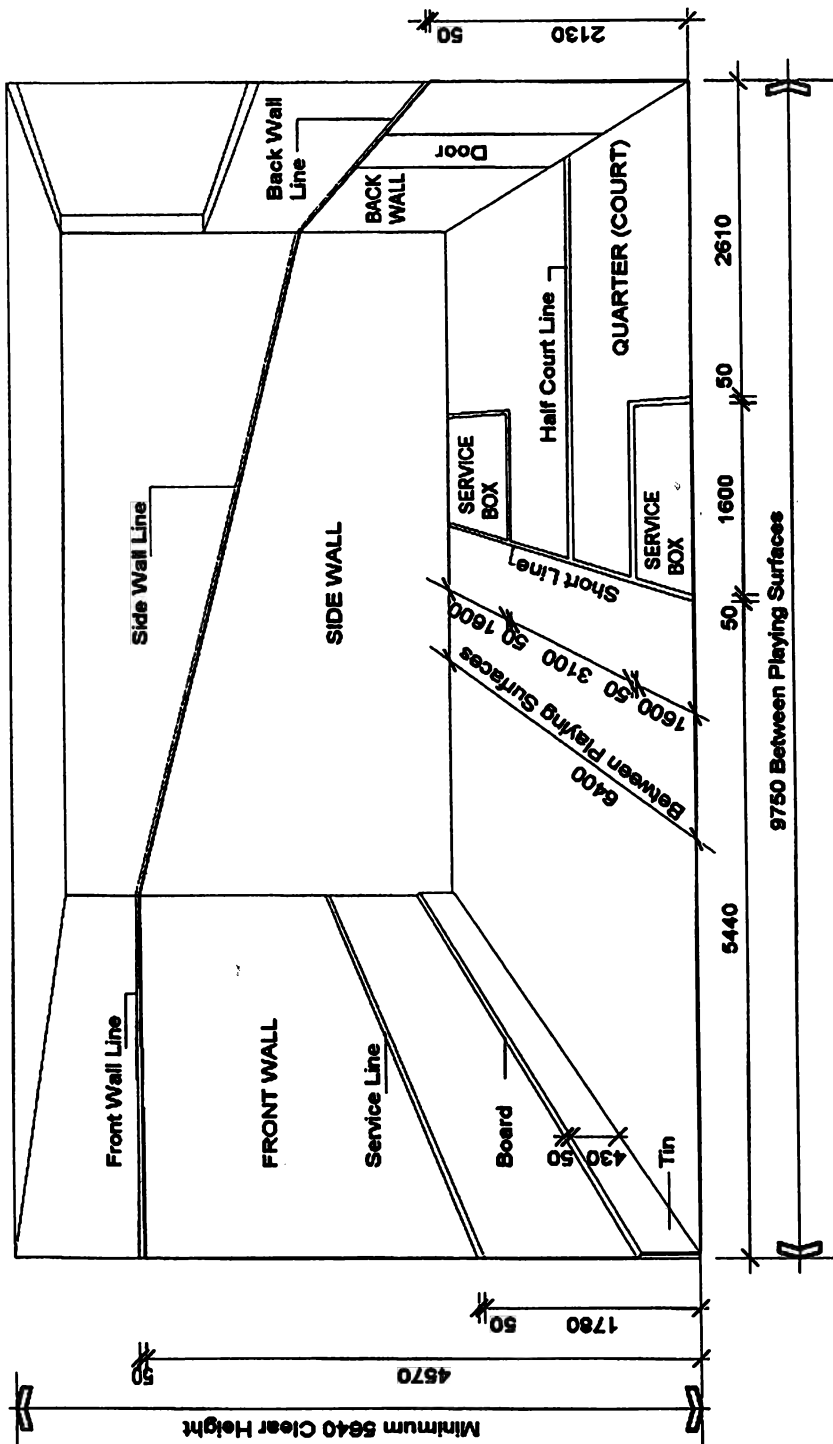
Stop	To stop play.
Time	To indicate that a period of time prescribed in the Rules has elapsed, e.g. completion of warm up, interval between games, equipment change and injury time.
Half-Time	To advise players that 2½ minutes of the 5-minute warm up period have passed.
Yes Let	When allowing a let, following a player's appeal for a let.
No Let	When disallowing a player's appeal for a let.
Stroke to (Name of player or team)	To advise that the player (or team) named is being awarded a stroke.
15 seconds	To advise that 15 seconds of a permitted time interval remain.
Let	To advise that a rally is to be replayed in circumstances where the wording "Yes let" is not applicable. The Referee may give an explanation.
Conduct warning	To advise a player of an offence and to give a warning under the Conduct on Court Rule.
Conduct stroke	To advise a player of an offence and that a stroke has been awarded to the opponent.
Conduct game	To advise a player of an offence and that a game has been awarded to the opponent.
Conduct match	To advise a player of an offence and that the match has been awarded to the opponent.

Who makes what call?

	Marker	Referee
Mary hits John with the ball going straight to the front wall.	No call	Makes decision and then Marker calls score
Mary hits ball to the front wall but on its rebound, the ball hits her.	Calls score	
Mary hits ball to the front wall and it rebounds hitting John in the chest.	"Not up"	

Definitions relating to the court

- Board** The lowest horizontal marking on the front wall, with the tin beneath it covering the full width of the court.
- Box (Service)** A square area in each quarter court bounded by part of the short line, part of the side wall and by two other lines, and from within which the server serves.
- Half-court Line** A line on the floor parallel to the side walls, dividing the back of the court into 2 equal parts and meeting the short line at its mid-point to form the "T".
- Out Line** A continuous line comprising the front wall line, both side wall lines and the back wall line and marking the top boundaries of the court.
- When a court is constructed without the provision of such a line, i.e. the walls comprise only the area used for play, or without part of such a line (e.g. a glass back wall) and the ball in play strikes part of the horizontal top surface of such a wall and deflects back into court, the ball is OUT.
- Quarter Court** One of 2 equal parts of the court bounded by the short line and the back wall and the half-court line.
- Service Line** A line on the front wall between the board and the out line and extending the full width of the court.
A service is not good if the ball is served onto or below this line.
- Short Line** A line on the floor, extending the full width of the court.
A service is a fault if the first bounce of the ball on the floor is on or in front of this line.



DIAGONALS FOR SINGLES 11665

NEAR SIDE WALL OMITTED FOR CLARITY

Continuous play

As far as possible play should be continuous.

Time wasting

This is an attempt by one player to gain an unfair advantage over the opponent and the Referee must apply the provisions of the Conduct on Court rule. Referees should be aware of time delays increasing as the match gets longer and players become tired.

Some examples include:

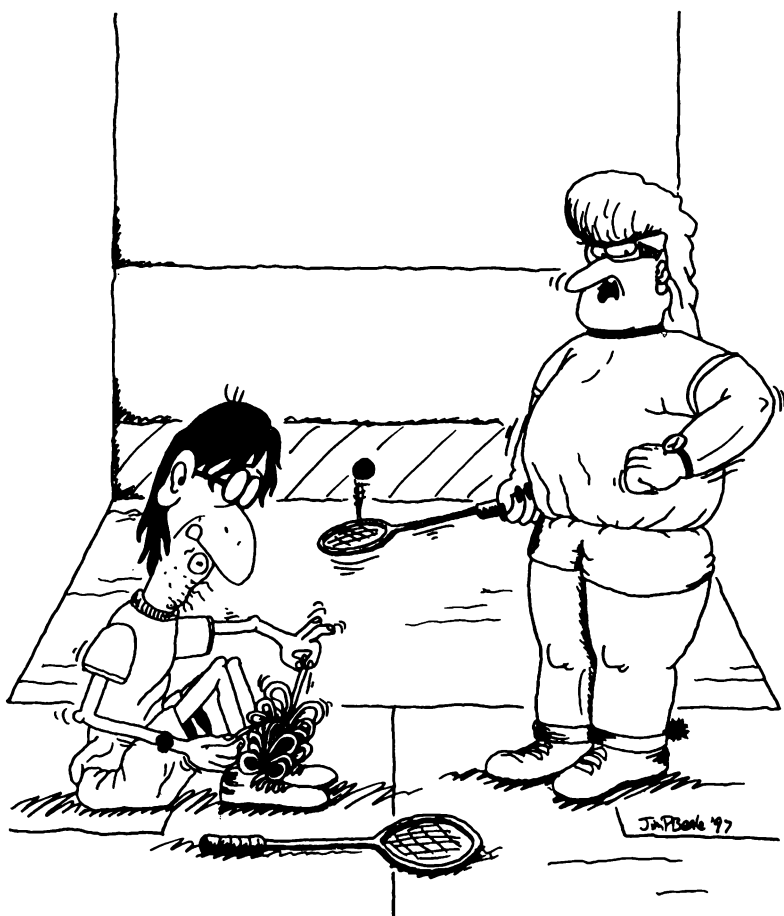
- excessive ball bouncing prior to serving.
- regularly changing the service box before serving.
- walking around the court before serving.
- deliberately dropping and/or kicking the ball.
- deliberately hitting or throwing the ball out of court.
- repeated untying and tying shoelaces.
- feigned injuries.
- repeated nose blowing and adjusting clothing between rallies.
- continual discussion with the Referee.
- repeated, unnecessary asking for the score or box.

Serving

The server must not serve until the Marker has completed calling the score.

Time wasting can occur by unnecessarily slow preparation to **receive** service as well as preparing to **serve**.

Players who serve too quickly before checking the readiness of the opponent, thus requiring the ball to be fetched and service preparation to be repeated, are also wasting time.



***Re-tying shoelaces - particularly when not undone -
could be considered "time wasting".***

The ball

The ball always has to stay within the court unless the Referee allows otherwise.

Sometimes a ball (particularly a white ball) may discolour during play and cleaning it between games may be allowed.

At any time when the ball is not in play, either player or the Referee may examine it.

Ball - substitution

At any time when the ball is not in play, another ball may be substituted if both players agree, or on appeal by either player and the agreement of the Referee.

Ball - broken

If a ball breaks during play, it has to be replaced. The Referee decides whether a ball is broken.

If the ball has broken during play but this has not been noticed, a let for the rally in which the ball broke is allowed if the server appeals before the next service, or if the receiver appeals before attempting to return that service.

If the receiver appeals for a broken ball **before** attempting to return the service, the Referee has two choices:

- if the Referee believes the ball broke during **that** service, the Referee allows a let for **that** rally only.
- if the Referee believes the server served with a broken ball, or is unsure when the ball broke a let must be allowed for the **previous** rally.

Whether the service with a broken ball is good or not does not matter, because a let will result in either case.

e.g. If the server served with a broken ball, the ball may not get to the front wall before hitting the floor (giving the Referee evidence that the ball broke in the previous rally).

If the ball was served hard onto the front wall and broke on hitting that wall, it might fall to the floor before the short line (providing the Referee with the clue that the ball broke during that service).

After the last rally in a game, an appeal for a broken ball must be made immediately, before players leave the court.

If a player stops during a rally to appeal that the ball is broken and it is found not to be broken, that player loses the rally.

Ball - warm up

- The ball may be warmed up by either player during any interval, e.g. between the end of the 5-minute warm up period and start of play, between games, when the opponent is changing equipment and injury intervals.
- When some delay has occurred and when a ball has been substituted, the Referee allows the ball to be warmed up to playing condition. Play resumes on the direction of the Referee or when both players agree.

Balls

These are the balls most commonly used.

Pro XX	Double yellow dot on a black ball	Super slow- for professional, advanced and team players
Competition XT	Single yellow dot on a black ball	Super slow - for club players
Max Progress	Black ball, 6% larger than standard	Medium - for improvers and recreational players
Max	Blue Ball, 12% larger than standard	Fast - for beginners

The larger balls are now beginning to be introduced at professional and club level in the yellow dot speeds.

They give improved visibility to players and spectators.

They allow more spin, slice and cut to be put on the ball

Times

Warm up

A period of 5 minutes is allowed for both players to warm up together using the match ball.

The Referee calls “Half-time” after 2½ minutes and “Time” after 5 minutes.

An interval of 90 seconds is allowed between the end of the warm up and the start of the first game. The Referee calls “15 seconds” after 75 seconds and “Time” after 90 seconds.

Between games

An interval of 90 seconds is allowed between all games.

The Referee calls “15 seconds” after 75 seconds and “Time” after 90 seconds. Players must be ready to play at this call, not just walking onto the court.

The Referee must apply the Conduct on Court Rule to players not ready to resume play on the call of “Time.”

It is the responsibility of the players to be in a position to hear the calls of the Referee who must make all calls in a voice loud enough to be heard on the court and in the gallery.

Equipment change

If a player satisfies the Referee that a change of equipment, clothing or footwear is necessary, the player may leave the court. The player has to make the change as quickly as possible but must do so within 90 seconds. The opponent may also leave the court during this time.

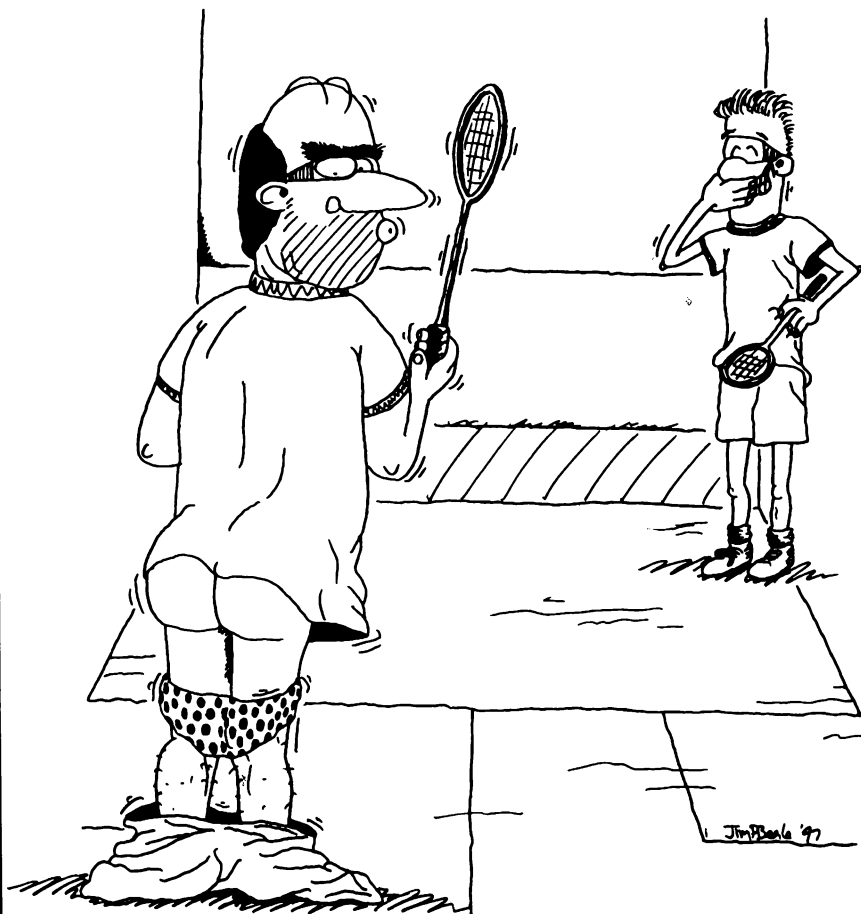
Before allowing a player to leave the court, the Referee must be satisfied that there has been material deterioration of the equipment, to avoid the situation of one player gaining an unfair rest period. Preference for another racket or different shoes where no physical deterioration is evident, is not sufficient reason for allowing an equipment change.

A player who loses a contact lens or breaks glasses or eye protection equipment, is allowed 90 seconds to replace the equipment.

The Referee makes calls of “15 seconds” after 75 seconds and “Time” after 90 seconds.

Following this 90 second interval, a player must continue play or the Referee should apply an appropriate Conduct on Court penalty.

If a player has no other equipment and cannot resume play, the Referee has to award the match to the opponent.



A player has up to 90 seconds to change faulty equipment, provided any deterioration occurred during the match.

Scoring

The Rules of the World Singles Game of Squash are written for a standard 9 point game.

Points can be won only by the server. When the server wins a rally, a point is scored by the server. When the receiver wins a rally, the receiver becomes the server.

Match Best of 3 or 5 games depending on the competition organisers.

Game First player to score 9 points wins the game, except that at 8-all for the first time, the receiver must choose to continue that game to either 9 or 10 points. The choice must be made by the receiver before the next service and must be clearly indicated to Marker, Referee and opponent.

The Marker must call “Game ball” or “Match ball” each time the server needs 1 point to win the game or match.

“Game ball” and “Match ball” are not called together.

Recording the score

It is required that both officials record the score. It is essential to be able to establish the state of the match, who served last and from which box. The announcement of the score is an indication that the server may serve when the receiver is ready.

Point-a-rally scoring (PARS)

This system of scoring is frequently used by Professional Squash Association events and for variation at tournaments.

The winner of each rally scores a point whether as server or receiver.

The Service The right to serve or to receive first is decided by the spin of a racket.

Game First player to score 9 or 15 points wins the game. In the 15 point game, at 14-all the receiver must choose to continue that game to 15 or 17 points. In the 9 point game, at 8-all the receiver must choose to continue that game to 9 or 11 points.

Set One Called by the Marker after the receiver has indicated that the game is to go to 15 points for the 15 point game, or 9 points for the 9 point game.

Set Three Called by the Marker after the receiver has indicated that the game is to go to 17 points for the 15 point game, or 11 points for the 9 point game.

Marker Calls are the same as for the 9 point game, except that at 16-all, 14-all, 10-all and 8-all, it may be necessary to call both "Game ball" and "Match ball" as both could occur with the completion of the next rally.

The Marker is to call:

"Game ball" to indicate that either player requires one point to win the game in progress, "Match ball" to indicate that either player requires one point to win the match.

"Match ball, game ball" if the server requires one point to win the match and the receiver requires one point to win the game in progress.

"Game ball, match ball" if the server requires one point to win the game in progress and the receiver requires one point to win the match.

Warm up

The warm up is part of the match. The Referee and the Marker should be in position at the start of the warm up.

The two players are allowed together on the court of play 5 minutes to warm up.

The Referee calls "Half-time" after 2½ minutes and "Time" after 5 minutes. At half-time the players change sides unless they have already done so.

The Referee must ensure both players warm up the ball fairly – that is, they have equal opportunity of striking the ball. Failure to do so is controlled by the Referee under the Conduct on Court Rule.



The Referee must ensure both players warm up the ball fairly.

The service

The right to serve first is decided by the spin of a racket (not by the toss of a coin).

The server must release the ball (by dropping or throwing it) from a hand or the racket.

A service is good if:

- the server does not foot fault.
- the server strikes the ball correctly on the first or further attempt before it touches the floor or walls or anything the server wears.
- the ball is served directly onto the front wall between the service line and the out line, without touching either line.
- unless volleyed, the ball reaches the floor within the back quarter court opposite to the server's box, without touching the short or half-court lines.
- the ball is not served out.

A "corkscrew" service must be watched carefully, because the ball may strike a side wall before, or at the same time, as it strikes the front wall. In either case the service is a fault.

The easiest way to watch accurately for a ball which strikes the wall close to the service line is to carefully watch the service line rather than trying to follow the flight of the ball. The ball will come clearly into view. This technique gives a more accurate sighting of the ball in relation to whether it is close to or on the line.

The server may serve from either box at the beginning of each hand or game. Whilst remaining the server, alternate boxes must be used. It is not necessary for the server to say anything to the Marker when deciding to start from the left box; nor is it necessary for the Marker to announce this. It is essential that both the Marker and Referee make a note of the correct box on their scoring system.

Whilst players may ask for the box to be called before each service, the Marker may make a few extra indications, but the Rules state that the Marker only calls the service box if it appears that the server moves to the wrong box or either player appears uncertain.

Referees should be aware of the player who moves to serve from one box then goes to the other. Whilst this is allowed, it may result in the awarding of a conduct penalty for time wasting.

The Marker must call the score without delay and the server must not serve until the Marker has completed calling the score. If this occurs the Referee must stop play and insist that the server waits until the Marker has finished calling the score.

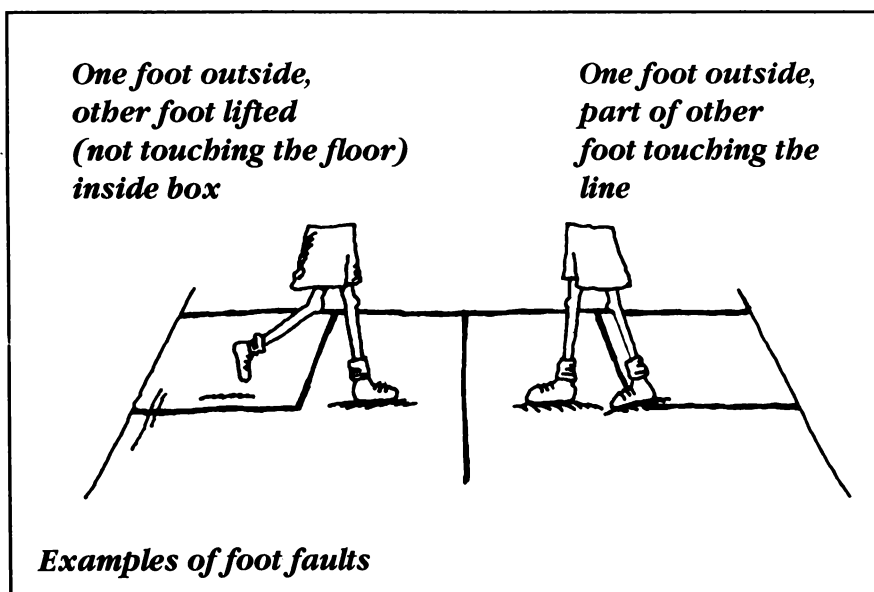
The server may release the ball with the intention of serving, but finding the throw to be unsatisfactory, either catch it or let it drop and then serve again.

Foot fault

A foot fault occurs when, at the time of striking the ball, the server does not have **part** of one foot in contact with the floor within the service box without any part of that foot touching the service box line. Part of that foot may project over the line, provided it does not touch the line at the time of striking the ball.

Foot faults frequently occur when the server commences the serving action with the back foot close to a service box line. As the server moves forward to strike the ball, the back foot either comes off the floor completely or drags across it, so it is in contact with the line. See first example below.

It is not necessary to watch for foot faults if the serving action is such that a foot fault is unlikely. Watch the feet of the player when starting the service action, then direct the focus to the service line or out line.



Calls on service

- Foot fault** The server foot faults.
- Not up** The server makes one or more attempts but fails to strike the ball or does not strike the ball correctly.
- The ball touches a wall, the floor or anything the server wears before the server strikes the ball.
- Out** The ball goes out.
- Fault** The ball strikes a side wall first.
- The ball strikes a side wall and the front wall at the same time (e.g. “corkscrew” service).
- The ball is served on or below the service line, but above the board.
- The first bounce of the ball, unless volleyed by the receiver, is on the floor on or outside the short or half-court lines of the quarter court opposite to the server’s box.
- Down** The ball is served on or below the board or on the floor.

Good return

For a return to be good, the ball:

- must not bounce twice on the floor before being hit.
- must not go out. (Unlike tennis, anytime the ball hits the out line, the return is not good.)
- must hit the front wall without:
 - touching the board or tin (including dropping from the front wall onto the board).
 - touching the floor.
 - touching any part of the striker's body or clothing.
 - touching any part of the opponent's body, clothing or racket.
- must be hit correctly by the striker:
 - must not be a double hit.
 - must not be hit when the racket is not held in the striker's hand.
 - must not be carried on the racket ('scooped').

The ball may hit the side and/or back walls before or after hitting the front wall.

A player should not catch the ball or allow it to touch the player's body until it has bounced twice. If this occurs the opponent will win the rally in most cases, e.g.

- *John falls over after playing the ball. Mary makes a good return but then catches the ball before it has bounced twice, assuming John would not get to the ball.* This is a stroke to John.
- *John is at the back of the court and falls over after playing the ball. Mary is at the front of the court and hits a good drop shot which then lands on her toe before bouncing twice on the floor.* Even though John is on the floor at the back of the court, he wins the stroke!

Definitions relating to the return of the ball

Attempt	The movement of the racket from a backswing position towards the ball.
Correctly	The ball must be hit: <ul style="list-style-type: none">• by the racket held in the hand;• not more than once (double hit);• not with prolonged contact on the racket ('carry' or 'scoop').
Down	When an otherwise good return: <ul style="list-style-type: none">• has struck the floor before reaching the front wall; or• has struck the board or tin before striking the floor.
Not Up	To indicate that a ball has not been struck in accordance with the Rules.
Out	To indicate that the ball has gone out.
Striker	The player: <ul style="list-style-type: none">• whose turn it is to hit the ball after it has rebounded from the front wall; or• who is in the process of hitting the ball; or• who - up to the point of the return reaching the front wall - has just hit the ball.

Lets

A let **shall** be allowed (the decision cannot be a stroke or no let):

- if the receiver is not ready and does not attempt to return the service.
- if the ball breaks during play.
- if the Referee is unable to decide an appeal.
- if the ball goes out of court after the first bounce.
- if the ball lodges in any part of the playing surface of the court preventing it from bouncing more than once on the floor.

A let **may** be allowed:

- if the ball in play touches any article lying on the floor.
- if the striker refrains from hitting the ball onto any of the walls because of a reasonable fear of injuring the opponent.
- if a change in court conditions affects the outcome of the rally.
- if either player is distracted by an occurrence on or off the court and a good return has been interrupted.

Appeals

Only the loser of a rally may appeal against any decision of the Marker affecting that rally.

When the loser makes more than one appeal concerning a rally, the Referee must consider each appeal.

Players should first use the words “Appeal please” when making an appeal. If necessary the Referee may ask the player why the appeal is being made.

The Referee is not to stop play just because a player points to a ball that may be (e.g.) out, because a pointing gesture is not a recognised method of appeal.

No appeal may be made after the delivery of a service for anything that occurred before that service (except for a broken ball).

Referee intervention

In general, the Referee should **only** intervene when it is considered that there is potential danger to one of the players or in exceptional circumstances.

The Referee is allowed to intervene and:

- allow a let if the Referee sees a potential injury situation.
- award a stroke if there is blatant interference which the opponent has made little or no effort to avoid and the player could have made a good return.

The Referee stops the play by calling “Stop” as quickly as possible.

The Referee should **never** stop a rally to allow a let when uncertain of a return. Wait until the end of the rally to see if an appeal is made by the loser of the rally. If so - allow a let (due to uncertainty); but if there is no appeal – say nothing!

Referee decides without appeal

- result of a rally after the non-striker has been struck by the ball.

Appeals on service

If the Referee is certain that the service was not good, the Referee must stop play immediately to award the stroke to the receiver.

1. If the Marker calls "Fault", "Foot fault", "Not up", "Down" or "Out" to the service, the **server** may appeal. Then:
 - if the appeal is upheld, a let is allowed.
 - if the appeal is not upheld, the Marker's call stands.
2. If the Marker does not call "Fault", "Foot fault", "Not up", "Down" or "Out" to the service, the **receiver** may appeal, either immediately or at the end of the rally.

This means that if a receiver, having lost the rally, appeals that the service was not good, the Referee has two options:

- rule that the service was good and allow the result of the rally to stand.
 - allow a let if uncertain.
3. If a service is called "Fault", "Foot fault", "Not up", "Down" or "Out" by the Marker and that same service **again** is clearly a fault, down, not up or out, the Referee, on appeal, rules **only** on the latter occurrence.

e.g. Marker calls "Foot fault" then ball hits front wall below the service line. Even if the Referee is uncertain about the call of "Foot fault", the Referee **only** rules on the ball hitting the front wall below the service line and the decision is hand out.

Appeals on play other than service

1. If the Marker calls "Not up", "Down" or "Out" following a player's return, the **player** may appeal. Then:
 - if the appeal is not upheld, the Marker's call stands.
 - if the appeal is upheld, a let is allowed, except:
 - if the Marker's call has interrupted that **player's** winning return, it is a stroke to the player.
 - if the Marker's call has interrupted or prevented a winning return by the **opponent**, it is a stroke to the opponent. In this case the Referee would also allow a stroke to the opponent if the Referee is uncertain whether the Marker's call was correct.
2. If the Marker does not call "Not up", "Down" or "Out" following a player's return, the **opponent** may appeal either immediately or at the end of the rally. Then:
 - if the Referee's decision is that the return was not good, the Referee must stop play immediately and award the stroke to the opponent. (The Referee must step in as soon as it is obvious that the Marker

is not making a call. The Referee's call of "Stop" then makes any appeal by the opponent unnecessary).

- if the Referee's decision is that the player's return was good - disallow the appeal and the player wins the rally.
 - if the Referee is uncertain - allow a let.
3. If the Marker calls "Not up", "Down" or "Out" to a return and that same return **again** is clearly down or out, the Referee, after an appeal, rules **only** on the latter occurrence.

NOTICE TO ADVERTISERS

The Trade Practices Act, 1974 came into force on October 1, 1974. There are important new provisions in that Act which contain strict regulations on advertising and all advertisers and advertising agents are advised to study those provisions very carefully. It can be an offense for anyone to engage in trade or commerce, in conduct "misleading or deceptive". In particular Section 53 contains prohibitions from doing any of the following in connection with supply of goods or services or in connection with the promotion by any means of the supply or use of goods or services.

- (a) Falsely represent that goods or services are of a particular standard, quality or grade, or that goods are of a particular style or model.
- (b) Falsely represent that goods are new.
- (c) Represent that goods or services have sponsorship, approval, performance characteristics, accessories, uses or benefits they do not have.
- (d) Represent that he or it has sponsorship, approval or affiliation he or it does not have.
- (e) Make false or misleading statements concerning the existence of, or amounts of, price reductions.
- (f) Make false or misleading statements concerning the need for any goods, services, replacements or repairs.
- (g) Make false or misleading statements concerning the existence of effect of any warranty or guarantee.

PENALTIES For an individual \$10,000 or 6 months imprisonment. For a corporation - \$50,000.

It is not possible for this company to ensure that advertisement which are published in this magazine comply with the Act and the responsibility must therefore be on the person, company or advertising agency submitting the publication.

IN CASE OF DOUBT CONSULT YOUR LAWYER

Interference – Rule 12

This Rule causes more problems than any other Rule. The Referee is present to ensure a fair result to each match and this Interference Rule is very important.

Interference refers to a player's entitlement to freedom from interference by the opponent.

To avoid interference, the opponent must make **every effort** to provide the player with:

- **Unobstructed direct access to the ball**
after completing a reasonable follow-through of racket swing. The incoming player must also make every effort to get to and play the ball.
- **A fair view of the ball**
on its rebound from the front wall.
- **Freedom to hit the ball**
with a reasonable swing - comprising backswing, strike at the ball and follow-through.
- **Freedom to play the ball**
directly to any part of the front wall.

Interference occurs if the opponent fails to fulfill **any** of the above 4 requirements.

An appeal may be made only by the player whose turn it is to play the ball.

When a player considers there has been interference, the choices are:

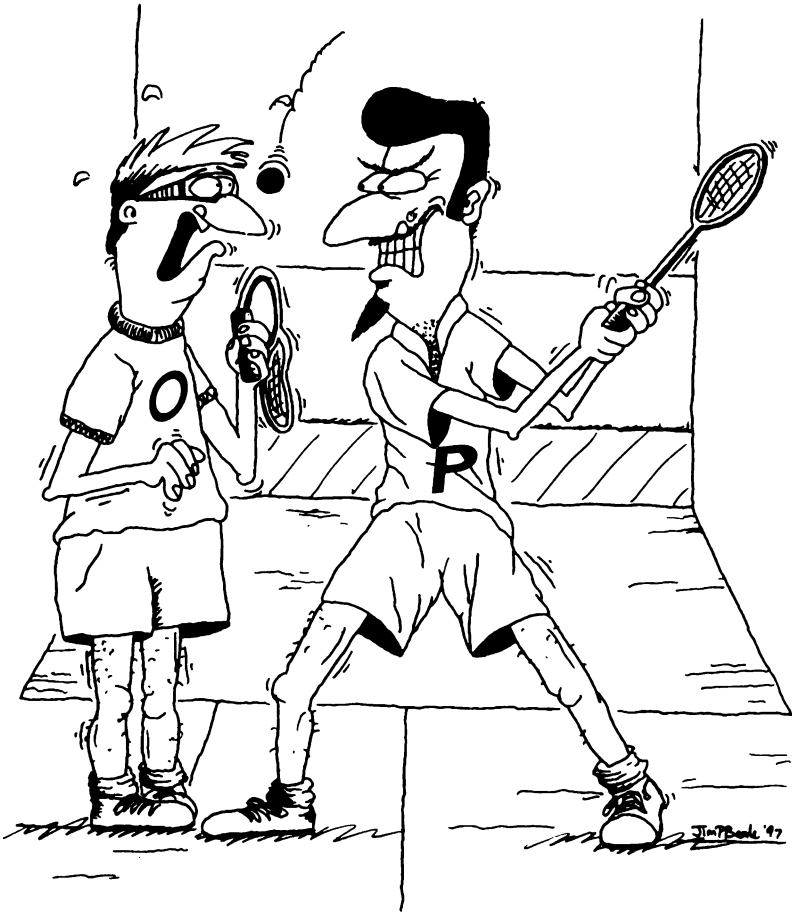
- continue play, or
- stop play and appeal to the Referee. The appeal must be made either immediately the interference occurs or, where the player clearly does not continue play beyond the interference, without delay.

Players should say "Let please" (regardless of whether a let or stroke is sought).

Minimal interference

If interference was so minimal that the player's fair view of the ball and freedom to get to and play the ball were not affected, the Referee should not allow a let on appeal,

Minimal interference applies if the player brushes past the opponent on the way to the ball without affecting the player's direct access.



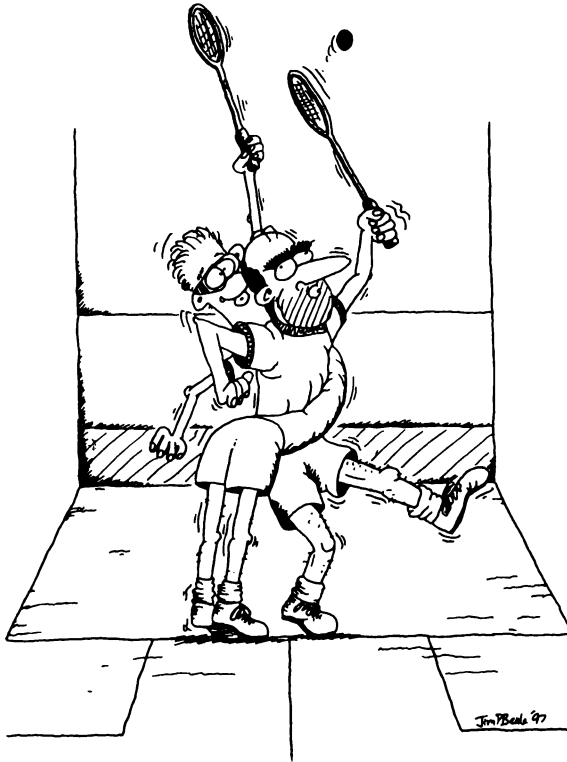
Opponent is not making every effort to move out of the player's way and loses the stroke.

Access to the ball

A player is entitled to unobstructed direct access to the ball. After hitting the ball the opponent has to devise an exit path to provide this access for the incoming player. Returning to the "T" does not necessarily mean that the opponent has provided direct access.

The Referee has to consider:

1. Outgoing opponent:
 - line of exit taken.
 - where opponent was at the time the player could have hit the ball.
2. Incoming player:
 - that the player could have made a good return (i.e. the player could have got to and played the ball) taking both direction and speed into consideration.

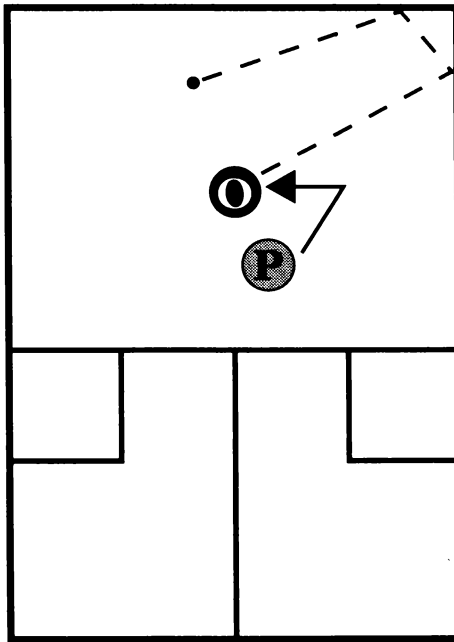


After returning the ball, the opponent must allow the player direct access to the ball.

Going the wrong way

Sometimes a player is “wrong footed” and anticipates the opponent hitting the ball one way and starts moving that way, but having guessed wrongly, changes direction to find the opponent in the way.

In this situation a let should be allowed on appeal if the player has recovered to show that a good return would have been made. Had the incoming player been prevented from playing a winning return, that player may even be awarded a stroke.



O – Opponent

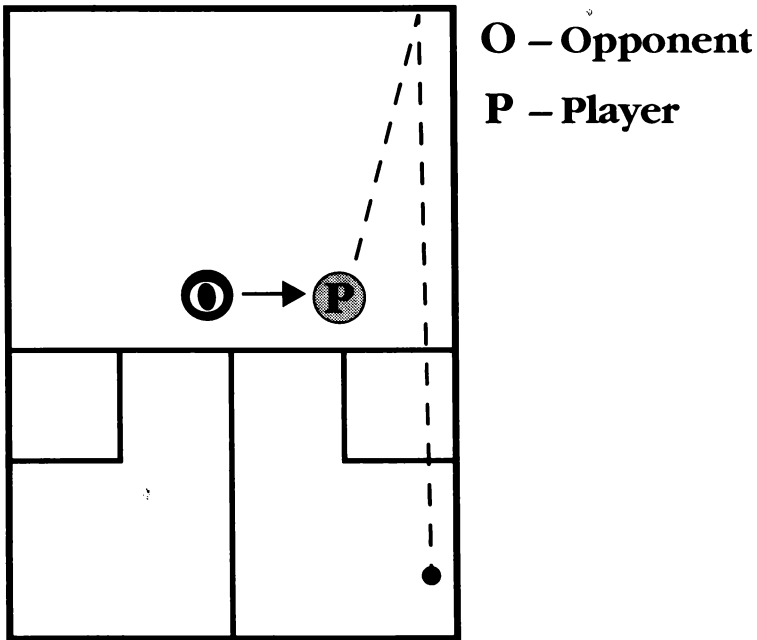
P – Player

The player anticipates a drop shot to the right corner but the opponent plays a reverse boast. The player at first moves to the right but then hurriedly changes direction.

Created interference

Sometimes the situation arises where the opponent has caused no interference (i.e. the required direct access has been clearly provided) but the player has taken an indirect route to the ball which takes the player towards, or very close to, the opponent's position. If there is no genuine reason for this indirect route, the player has created the interference where none otherwise existed.

This is often called “playing the player” and not playing the ball. If the player appeals for a let, one should not be allowed.



Player has driven the ball hard down the right side wall and is not in the way of the opponent's “direct access” to the ball. To have any chance of making a good return, the opponent must move directly to the right back corner, but instead moves straight to the side wall and creates interference.

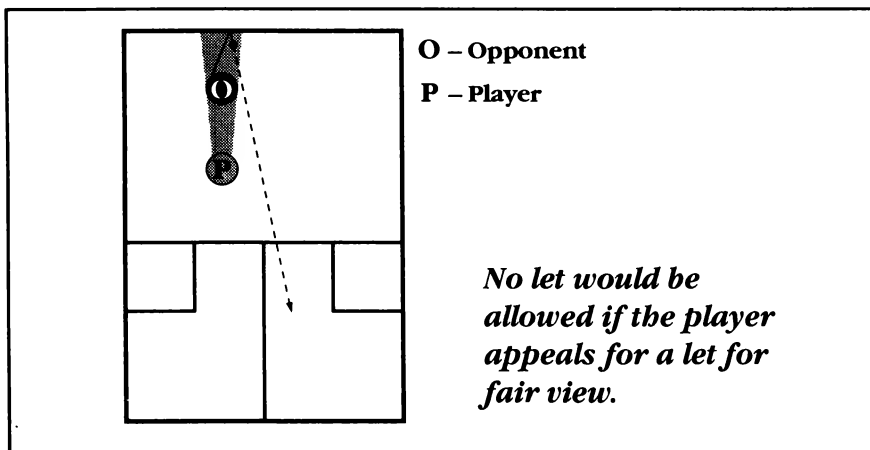
Fair view

Fair view interference occurs when the opponent hits the ball back close to the opponent's own body. This may be a difficult Rule to consider on its own as the Referee must also take into account the ability of the player to make a good return or a winning return.

The lack of sight of the ball must be considered together with the player's ability to hit the ball at that time. The ball passing close to an opponent does not mean lack of fair view when the player's position is some distance away.

A player who loses sight of the ball due to poor positioning, usually caused by playing a poor shot should not be allowed a let.

e.g. John gets caught at the back of the court with Mary in front of him on the "T". Mary plays a drop shot which cannot be seen by John because Mary is between John and the ball. John should not be allowed a let for fair view because he would not have been able to make a good return.



Crossing the flight of the ball

This is not an 'automatic' stroke situation.

In the case of an appeal concerning fair view **and** freedom to hit the ball directly to any part of the front wall (commonly known as 'crossing the flight') the Referee must consider the situation at the time the player could have hit the ball.

*e.g. If the opponent crossed the flight of the ball so early in its trajectory from the front wall that the player had adequate time to sight it, then **minimal interference** might apply and the Referee would not allow a let if the player appealed.*

Freedom to hit the ball

“Freedom to hit the ball” means that the player is permitted a reasonable swing, i.e. reasonable backswing, strike at the ball and reasonable follow-through.

Reasonable swing

If the opponent's position prevents the player's reasonable swing, despite the opponent having made every effort to avoid the interference, the Referee must award a stroke to the player.

The player is entitled to delay a return and the opponent must still provide freedom to hit the ball.

If the player stops play due to the opponent not granting freedom to hit the ball and appeals, the Referee must consider the following options:

1. If the opponent is too close and has **prevented** the player's reasonable swing and is hit or would have been hit with the racket, the Referee should award a stroke to the player.
2. If the player stops play as a result of slight racket contact with the opponent who is making every effort to clear, the Referee should allow a let. The amount of contact must be **sufficient to affect** the player's swing.
3. If the player stops play because of very slight contact with the opponent, i.e. the racket swing brushed the opponent, the opponent's clothing or racket **without affecting the racket swing**, then the Referee should decide that **minimal interference** has occurred and not allow a let.
4. If the player stops play for fear of hitting the opponent and the opponent though close to, **does not prevent** the player's reasonable swing, the Referee should allow a let for reasonable fear of injury.
5. If the player stops play for fear of hitting the opponent and the opponent is **well clear** of the reasonable swing, the Referee should not allow a let as the player has judged the opponent's position incorrectly.

Excessive swing

If a player's swing is excessive and is considered dangerous, the Referee should use the Conduct on Court Rule.

The Referee's decision on what constitutes a reasonable, as distinct from excessive swing, is final.

The Referee should not award a stroke to a player who causes interference with an excessive swing.

Excessive backswing

An excessive backswing is one in which the player's racket arm is extended towards a straight arm position and/or the racket is extended with the shaft approximately horizontal.

Excessive follow-through

An excessive follow-through is one in which the player's racket arm is extended towards a straight arm position with the racket also extended with the shaft horizontal - particularly when the extended position is maintained for other than a moment.

A player's excessive swing can contribute to interference for the incoming opponent.

Crowding

Crowding occurs when the opponent stands too close to the player, not allowing room for the player to hit the ball. If the opponent is injured, it should be considered a self-inflicted injury situation. **The opponent has no right of appeal for a let for interference for fear of being hit or for actually being struck by the player's racket.**

Timing of appeals

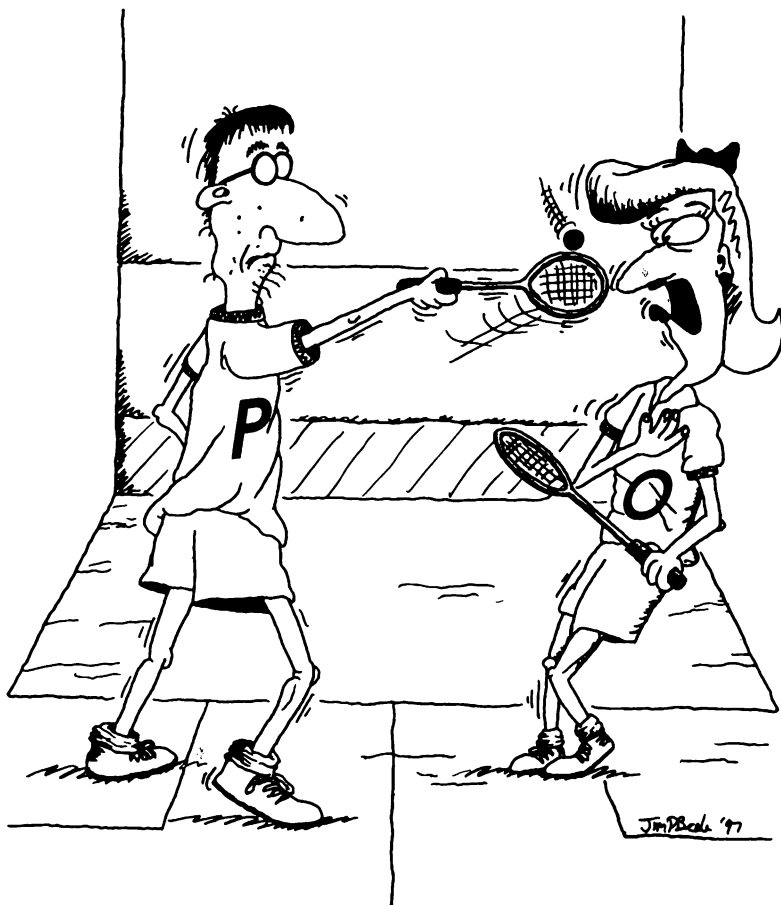
In the case of interference on backswing, the appeal must be immediate - before the player makes any attempt to hit the ball. Any attempt to hit the ball after backswing interference has occurred, indicates that the player has accepted the interference and thus forfeits the right of appeal.

Shaping to play the ball

Shaping is **not** an attempt to hit the ball.

When a player shapes to play the ball on one side and brings the racket across the body to take the ball on the other side, this is **not** turning or making a further attempt and if interference occurs the Referee must apply the Interference Rule.

This situation most often occurs after the ball has hit the side/front wall nick and then rebounds into the middle of the court.



A player shall not be awarded a stroke if interference occurs when an excessive backswing is made.

Referee's line of thinking for Rule 12 INTERFERENCE

			Decision
Did interference occur?	→	NO	NO LET
↓ YES			
Was the interference minimal?	→	YES	NO LET
↓ NO			
Could the obstructed player have got to the ball and made a good return and was that player making every effort to do so?	→	NO	NO LET
↓ YES			
Did the obstructed player move past the point of interference and play on?	→	YES	NO LET
↓ NO			
Did the obstructed player create the interference in moving to the ball?	→	YES	NO LET
↓ NO			
The player would have made a good return. Did the opponent make every effort to avoid interference?	→	NO	STROKE to player
↓ YES			
The player would have made a good return. Did the interference prevent the player's reasonable swing?	→	YES	STROKE to player
↓ NO			
Could the obstructed player have made a winning return?	→	YES	STROKE to player
↓ NO			
Would the obstructed player have struck the opponent with the ball going directly to the front wall or if going to a side wall, would it have been a winning return?	→	YES	STROKE to player
↓ NO			
Was there interference which the opponent made every effort to avoid (unless the player's reasonable swing was prevented) and the player would have made a good return?	→	YES	YES LET

Freedom to play the ball

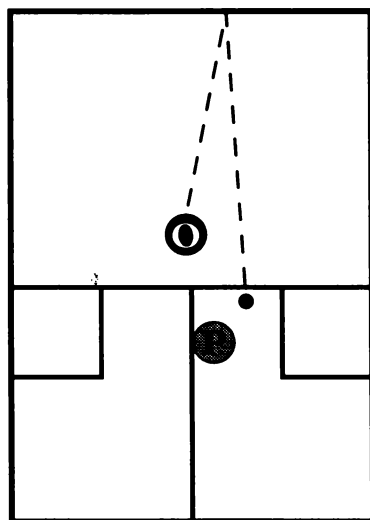
After playing the ball, the opponent must make every effort to allow the player freedom to play the ball directly to **any part** of the front wall.

Refraining

When a player has refrained from hitting the ball (without turning, ball passing around player or further attempt) which, if hit, would clearly have struck the opponent going directly to the **front wall**, the Referee must award a stroke to that player.

If a player refrains from hitting the ball to **any other wall** due to fear of the ball injuring the opponent, a let is allowed provided that the player could have made a **good return**. If a **winning return** would have been the outcome, and the ball would have clearly struck the opponent, stroke award is the Referee's decision.

However, stroke award is not made if turning, ball passing around the player or further attempt applies. These 3 cases usually result in let decisions **provided** always that the player could have made a good return (see **Turning** and **Further Attempts**).



O – Opponent

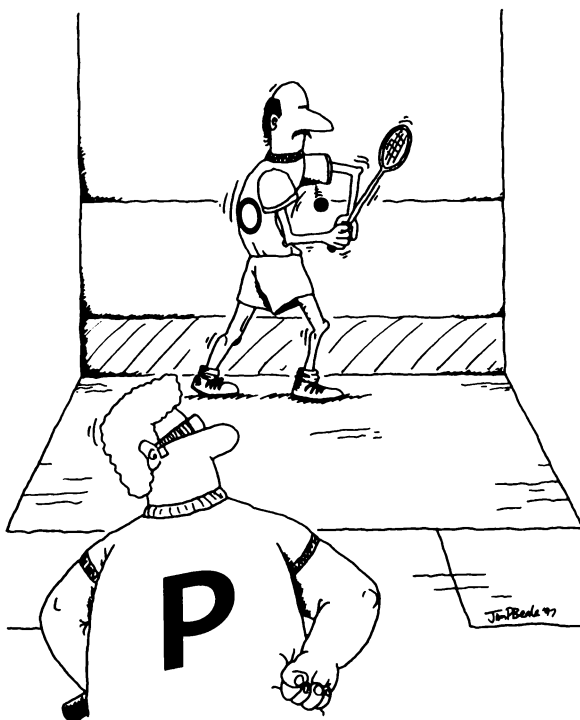
P – Player

The opponent's position clearly does not allow the player "freedom to play the ball directly to any part of the front wall". The opponent will lose the stroke if the player appeals.

Ball close to opponent

This is not an 'automatic' stroke situation.

- If an opponent 'ducks' under the ball or uses 'navel withdrawal' to avoid being struck by the ball and the player appeals, the Interference Rule applies.
- If a player appeals for interference because the opponent's return has passed high over the opponent's head, the Referee must be sure that the player would have hit the opponent with the ball before awarding a stroke.



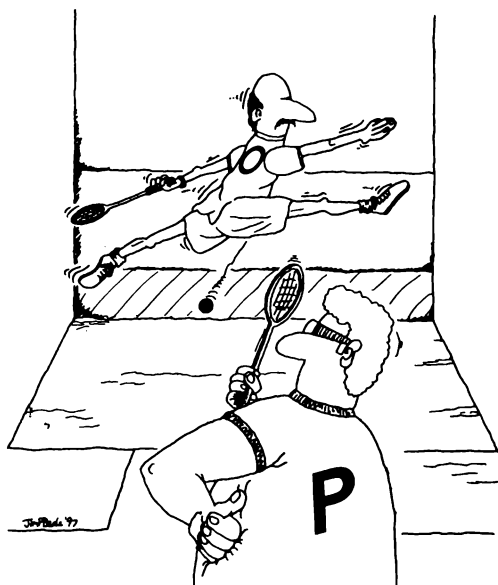
“Navel withdrawal” is not making every effort to avoid interference.

Jumping over the ball

A player may appeal for a let if the opponent jumps over the ball, but the player does not automatically win the stroke – and may not even be allowed a let.

Jumping over the ball **is** allowed - it may just be a way of avoiding being hit by the ball.

- *John jumps over a forehand drop shot and Mary is in a back corner. John wins the rally because of the winning return and any appeal for a let by Mary should result in a “No let” decision.*
- *John jumps over a ball driven down a side wall with Mary directly behind him. Mary appeals. “Stroke to Mary” is the Referee’s decision because Mary would have hit John with the ball going directly to the front wall.*



Although the opponent has jumped the ball and avoided being struck by it, the player is awarded a stroke as the player’s return would clearly have struck the opponent on the way to the front wall.

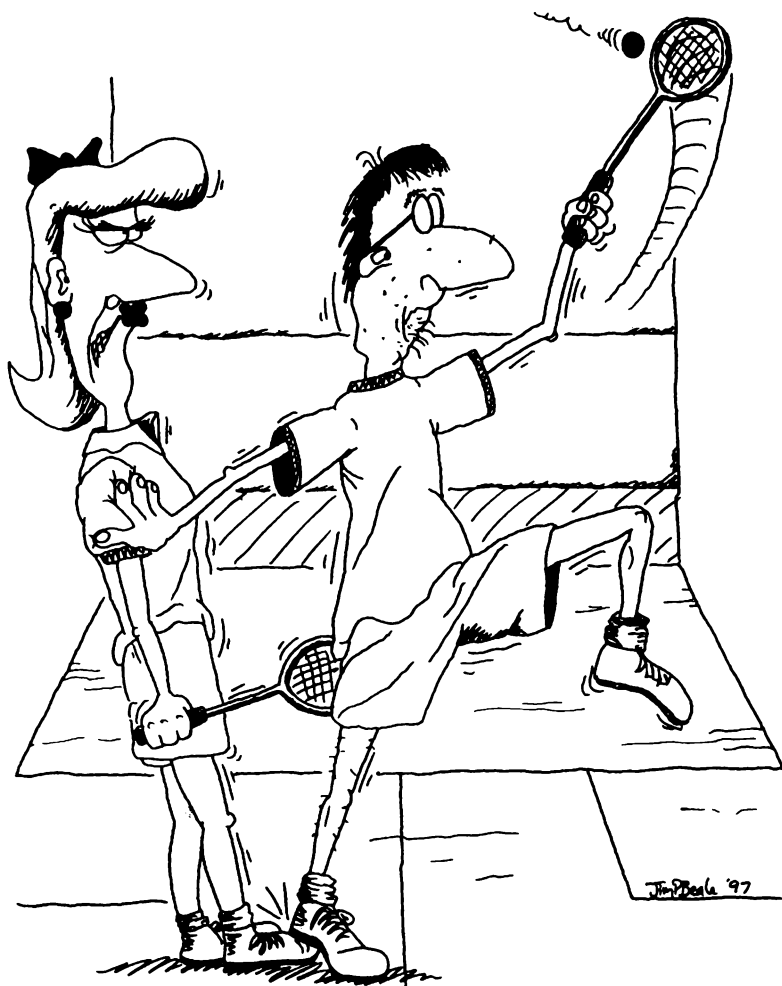
Physical contact

Players should be aware that in making every effort to “get to and play the ball” they must not make any physical contact with their opponent.

If either player makes significant or deliberate physical contact with the opponent, the Referee may stop play (if it has not already stopped) and apply an appropriate Conduct on Court penalty.

It is important for a player to understand that barging into an opponent's back may result in a conduct penalty against **that** player for significant or deliberate physical contact, instead of against the opponent for not allowing direct access to the ball.

The Referee should be aware of the player who ‘pushes off’ the opponent. If this has no significant effect on the opponent, the rally should continue and a warning may be given at the end of the rally.



***Players should not push off each other.
The Referee may stop play and apply the
Conduct on Court provisions.***

Hitting an opponent with the ball

If the striker hits the ball and the return would have been good, but the ball, before reaching the front wall, hits the opponent (or anything worn or carried by the opponent) play stops and:

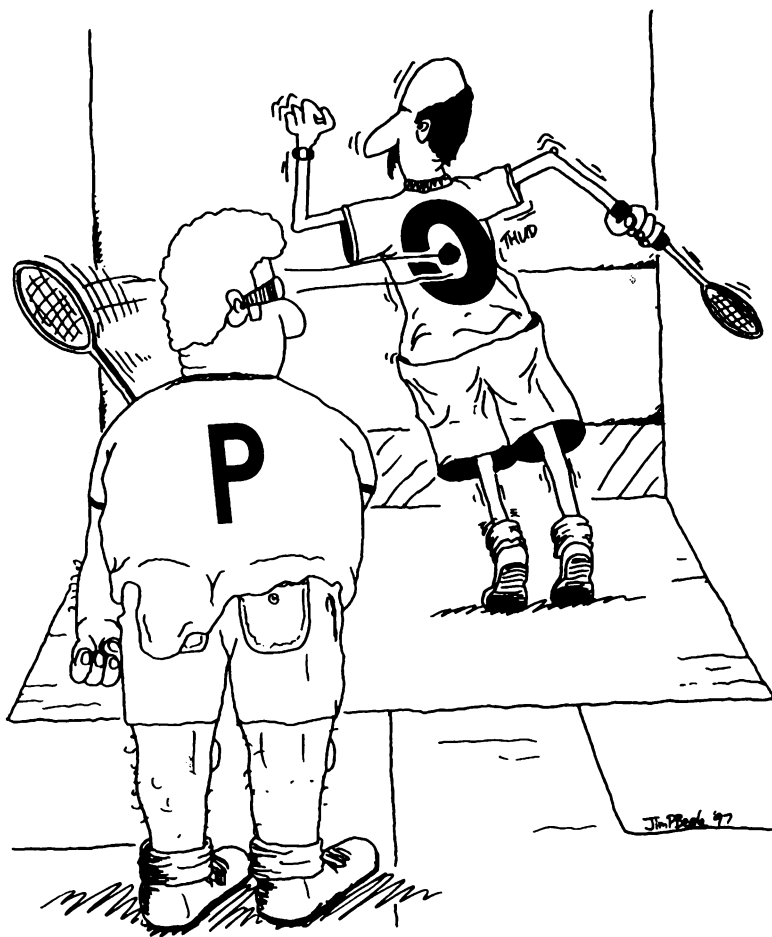
- the striker wins the stroke if the ball would have struck the front wall without first touching any other wall (unless turning, ball passing around or further attempts apply).
- if the ball either had struck or would have struck any other wall a let is allowed, unless a winning return has been prevented (unless turning, ball passing around striker or further attempts apply) and then the Referee awards the stroke to the striker.
- if the return would not have been good, the striker loses the stroke.

Different rules apply to some situations. See **Turning** (including ball passing around striker) and **Further Attempts**.

Non-striker hit by the ball

A player who gets hit with the ball when the non-striker, usually loses the rally, e.g:

- *John hits a drop shot in the front forehand corner which rebounds off the front wall and just touches John's toe. Mary is in the back of the court and could not have reached the ball to play a good return. Mary wins that rally because John was hit by the ball. This is often known as "hitting the ball back at yourself".*
- *John is in a position behind Mary, having remained in the line of flight of his own return rebounding from the front wall. Mary does not attempt to hit the ball, preferring to take it off the back wall and the ball then hits John who is between Mary and the back wall. Mary wins the stroke.*



Referee awards a stroke to the player as the return has hit the opponent when going directly to the front wall.

Turning

Turning occurs when:

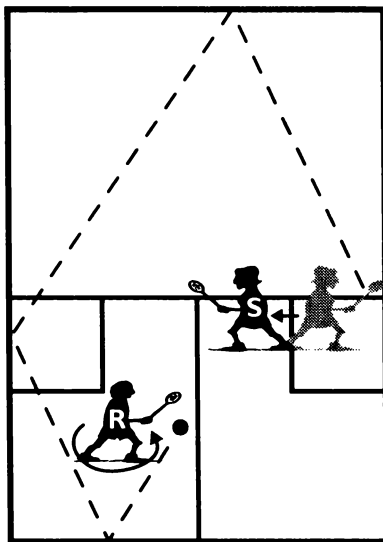
- the striker has physically followed the ball around and turned, or
- the ball has passed around the striker

and the striker strikes the ball to the right of the body after the ball has passed to the left (or vice versa).

Turning does not only happen on return of service.

It is not necessary for the ball to have struck either a side or the back wall for turning to apply.

*An example of non side wall turning might be a cross-court drive from, say, the right side of the court which passes the striker to the right. The striker then allows the ball to go through to the back wall and on its rebound, hits the ball to the left of the body (in other words the striker, if a right-hander, allows the ball to go past the forehand and strikes it on the backhand). The striker must be careful that the ball does not hit the opponent or the Referee will award a stroke to the **opponent**.*



A typical turning situation

Server (S) has served the ball high and deep. Receiver (R) allows the ball to bounce off the side wall, follows the ball around and prepares to hit it as the ball rebounds from the back wall.

If the striker has turned but chooses not to continue the rally and asks for a let, this is not an 'automatic' let situation. The Referee must be satisfied that **both**:

1. The striker would have been able to make a good return.
e.g. If, as the striker turns, the ball dies in the nick and no return was possible, no let would be allowed

and

2. There must have been a reasonable fear of the ball hitting the opponent.
e.g. If the opponent is against the back wall of the court, the striker is not likely to hit the opponent, but if this did happen, the return was not likely to be a good return. Thus, no let.

The Referee does not allow a let if the Referee decides that the act of turning was to create the **opportunity to appeal** rather than an attempt to play the ball.

e.g. A service return where the receiver had plenty of time to back away from the ball and play the return down the wall, but instead chooses to follow the ball around and turn, then asks for a let (perhaps to get a short break if obviously tiring). If the Referee believes that the turning was to "create the opportunity to appeal" then no let is allowed and the receiver loses the stroke.

Opponent hit by the ball after turning

If the striker turns and hits the opponent with the ball going directly to the front wall, the Referee awards a **stroke to the opponent** unless the opponent made a **deliberate movement** to intercept the return, in which case the Referee awards the stroke to the striker. **The opponent of a striker who has turned has no right of appeal for a let.**

If the Referee decides that a player is intimidating the opponent by constantly turning and hitting the ball dangerously, the Referee should apply the provisions of the Conduct on Court Rule.

A return made after turning **can** be a winning return.

Interference and turning

If after turning the striker encounters interference, the striker may stop play and appeal. The Referee should award a stroke to the striker if deciding that the opponent did not make every effort to avoid the interference and the striker could have made a good return.

e.g. Receiver turns and follows the ball around. As the receiver is about to hit the ball, the opponent moves into the receiver's backswing. The Referee awards a stroke to the receiver.

Further attempts to hit the ball

If the striker strikes at the ball and misses, further attempts may be made to strike it.

A further attempt also includes a return which has been deliberately 'missed' in order to deceive the opponent, i.e. the striker has made a fake swing at the ball.

1. If after being missed a further attempt is successful, resulting in a good return being prevented from reaching the front wall by hitting the opponent (including anything worn or carried), a let is usually allowed. However in the cases of turning and ball passing around the body, the opponent is awarded the **stroke**.

2. If the striker swings at the ball and misses and the ball then hits the opponent:

- if the striker could have recovered to make a good return, a let is allowed.
- if the striker could not have made a good return, the striker loses the stroke.

Interference on further attempt

The Rules relating to interference apply.

e.g. Receiver swings at service on backhand and misses the volley, moves to the right (does not turn) and allows ball to come off back wall to hit it on the backhand. Server has crossed to the "T" and interferes with the receiver's freedom to play the ball directly to any part of the front wall.

The Referee's decision should be stroke to receiver.

Distraction

The Referee should always be sure that the distraction is really obvious and not just a cough, etc.

Player waving arm in air

e.g. The striker is waving an arm in the air (to indicate the opponent's return may be out), as the striker strikes the ball. The opponent appeals for a let for distraction. The Referee does not allow a let because the opponent is not hitting the ball and therefore could not be distracted in an attempt to play the ball.

Accidental

e.g. Opponent falling over.

Player may choose to play on and accept the distraction.

If the player stops and appeals for a let:

- the Referee allows a let provided a **good return** was possible;
- if the Referee decides that the player could have made a **winning return**, the Referee should award a stroke to the player.

Deliberate

e.g. Shouting, stamping feet.

The Referee should apply the provisions of the Conduct on Court Rule.

Logically, the Referee would award at least a conduct stroke if a **winning return** was prevented.

Off court

e.g. Clapping, siren, flash photography, person moving past a glass back wall.

The Referee may allow a let if either player is distracted.

If the Referee decides that a player could have made a **winning return**, the Referee should award a stroke to the player.

Fallen objects

If any object other than a player's racket, falls (or is thrown) to the floor of the court, play must stop. Either the Marker or Referee can call "Stop". Either player may stop and appeal for a let.

There is risk of injury to a player if an object of any significant size or texture is on the floor. If at the end of a rally, the loser notices an object on the floor (and obviously that is likely to be only a small or light object) and wants to appeal - it's too late. It is logical that if an object remained unnoticed until the end of the rally, it had no effect on the rally, so the result of that rally stands.

Players are responsible for retaining their own equipment.

If an object (other than a racket) falls from a player, that player loses the stroke unless:

- a collision with the opponent has caused the object to fall. The Referee allows a let unless either player appeals for a let for interference and then the Referee applies the provisions of the Interference Rule.
- a player has already made a clear winning return, in which case that player wins the stroke.

If an object falls from a source other than from a player, a let is allowed unless a player has already made a clear winning return.

e.g. a ball from another court or the Marker drops a pen.

If a player drops a racket, play is allowed to continue unless there is an appeal for interference, distraction, the ball touches the racket or the Referee applies a conduct penalty.

If an opponent's racket leaves the hand accidentally and hits and injures the player who requires any recovery time, the Referee should award the match to the player because this is an opponent-inflicted injury.

A player who **deliberately** throws a racket (or other equipment) will be penalised by the Referee under the Conduct on Court Rule.

Injuries

The appropriate method of managing injury situations depends how the injury occurred.

In all injury situations the Referee must determine whether the injury is genuine. Following an appeal, if the Referee is not satisfied that an injury has occurred the Referee must require the player to resume play; or concede 1 game, accept the time interval and then either resume play or concede the match.

Any time a player concedes a game or a match, or any time the Referee awards a game or a match against a player, that player retains all points and games already won.

When an injury occurs, it is important for the Referee to take note of who was serving and from which box.

Any decision to resume play after injury must be made by the **player** (not the Referee).

Referee's responsibilities

- Decides whether an injury is genuine.
- Decides the category of injury.
- Advises the players of the category of injury and of the rules applicable to it.
- Asks the injured player's intentions.
- Applies and monitors any injury time.

Illness or disability

No recovery time is allowed in the cases of:

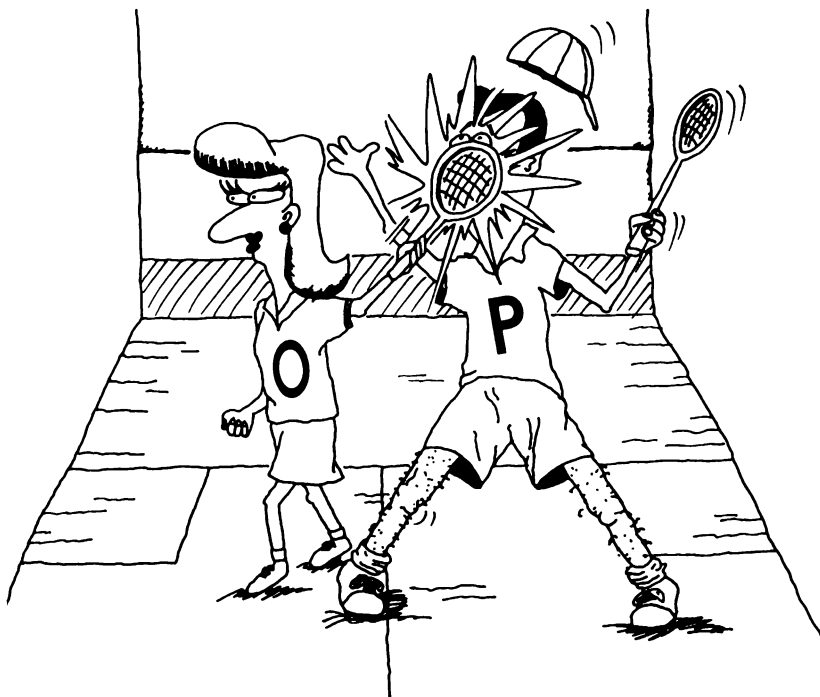
- nausea, cramps, breathlessness; or
- pre-existing conditions e.g. asthma

A player must always be allowed the option of conceding 1 game – but 1 game only.

If a player **vomits** on the court the Referee should award the match to the opponent even if the sick player is able to resume play.

There are 3 kinds of injury situations

- Self-inflicted
- Contributed
- Opponent-inflicted



Player is injured.

What is the Referee's decision?

Self-inflicted injury

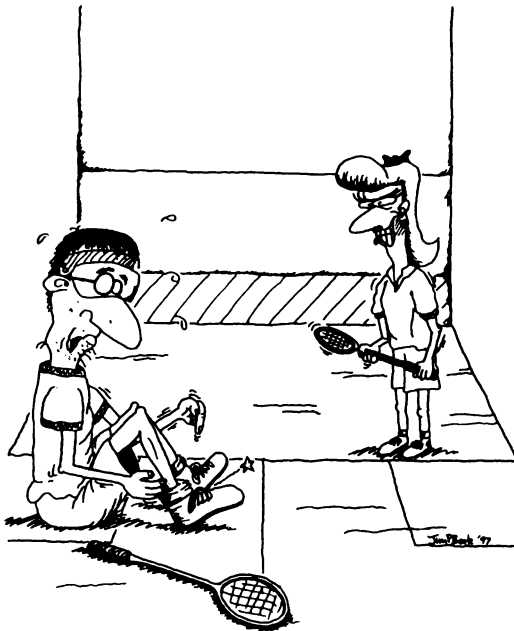
This occurs when there is **clear evidence** to the Referee that an injury has occurred and contribution by the opponent is not a factor.

This can include:

- muscle or joint damage.
- player hit by the racket due to crowding the opponent.
- a blow to the face or head.
- a collision with walls.

Referee's decision

The Referee allows a time interval of 3 minutes. If the injured player requests additional recovery time after this, the Referee will require the player to concede 1 game and accept the 90 second interval, and then resume play or concede the match.



When there is clear evidence that an injury has occurred, and contribution by the opponent is not a factor, the Referee allows 3 minutes for the injured player to recover.

Contributed injury

This occurs when the opponent accidentally contributes to or accidentally causes an injury to the player. e.g. Collision as players move away from and towards the ball. This does not include the situation where the player is crowding the opponent and is injured by racket contact.

Referee's decision

The Referee allows 1 hour for the injured player to recover **and** such additional time as the schedule of the competition allows. Other matches may be played during this injury period. Additional time is most likely to be allowed in tournament and championship events and would normally be advised by the Tournament Referee. The score at the conclusion of the rally in which the injury occurred will stand.

The injured player must, by the end of this period, resume play or concede the match.

Opponent-inflicted injury

This injury is caused solely by the opponent, e.g:

- excessive racket swing.
- significant or deliberate physical contact.
- racket leaving opponent's hand and striking player.

Referee's decision

The Referee is to apply an appropriate Conduct on Court penalty except that if the injured player requires **any** time to recover, the Referee must award the match to the **injured player**. Obviously if the player is bleeding then that player must be awarded the match because recovery time would be necessary. All games and points already won by the opponent (who caused the injury) are retained. The score for any games awarded is 9-0.

Blood

When a player is bleeding from any illness, disability or injury, that player must leave the court.

Under no circumstances shall a player resume play with:

- visible bleeding; or
- an open wound; or
- blood stained clothing.

Referee's responsibility / decisions

The Referee decides how much time is reasonable, necessary and allowable under the Rules, for recovery from the bleeding.

A player who is unable to stop bleeding within the time allocated by the Referee can concede 1 game to gain a further 90 seconds and then continue play without bleeding, or concede the match.

If the category of the injury which caused the bleeding is assessed by the Referee as opponent-inflicted, then the bleeding player must be awarded the match immediately, because time to recover would be required.

If a player suffers from (e.g.) a **natural nosebleed** not due to a collision, then that player must leave the court. The player is not required at that time to concede the game and recovery time will be allowed.

If the nose bleed or any other bleeding, has resulted in blood on the floor of the court and court conditions become such that play cannot continue, the Referee should refer to Guideline 4 which states in part "If a player vomits **or otherwise makes the court unplayable**, the Referee shall award the match to the opponent, irrespective of whether the sick player is able to resume play".

Rebleeding

If a player resumes play, having treated bleeding and that wound again begins to bleed, no more recovery time is allowed.

The player may concede 1 game only, accept the 90 second interval and then either resume play or concede the match.

If the covering of a bleeding wound falls off or is removed during the match, the Referee must consider this a rebleeding situation unless all sign of bleeding has ceased.

Injury situation	Time allowed
Player has asthma and asks to leave court to quickly use a puffer	None (but can concede 1 game and take the 90 second interval second
Player feels like vomiting	None (but can concede 1 game and take the 90 second interval)
Player vomits on court	None (but can concede 1 game and take the 90 second interval). However, player will probably lose match because the court is unplayable.
Player stops suddenly, grabs calf muscle and claims injury. There is no blood.	3 minutes (then can concede 1 game and take the 90 second interval)
Player trips over own shoelace and hits head on wall. There is no blood.	3 minutes (then can concede 1 game and take the 90 second interval)
Nose bleed not due to a collision or interference	Referee allows reasonable and necessary time available on tournament schedule
Player trips over own shoelace and hits head on wall. There is blood.	Referee allows reasonable and necessary time available on tournament schedule.
Accidental collision between players and 1 is injured.	1 hour (plus any other time allowed by the competition)
John loses grip on racket and racket hits Mary. There is no blood.	None (but if any recovery time at all is required, Mary wins the match)
After a self-inflicted injury, player has resumed play and wound again begins to bleed.	None (but can concede 1 game and take the 90 second interval)
After a contributed injury, player has resumed play and wound again begins to bleed.	None (but can concede 1 game and take the 90 second interval)

Referee's decisions for BLEEDING, ILLNESS, DISABILITY and INJURY

Incident	Referee action	Recovery time	Decision
Bleeding	<u>General</u> : Stop play. Allow time to stop bleeding, cover wound and/or change clothing before play can continue.	Referee's discretion	Allot time
	<u>Opponent-inflicted</u> : Award match to bleeding player.	None	Award match
Bleeding recurrence	Stop play. Award game and allow 90 second interval between games.	None	Award game to opponent
Bleeding unstoppable	If after 90 second interval between games bleeding continues, Referee awards the match.	None	Award match to opponent
Illness Or disability	Require the player to play on, concede the game, taking the 90 second interval between games, or concede the match	None directly	Player decides
Injury	Confirm injury is genuine. Decide category of injury, and announce this to players.		Decide category
Self-inflicted	Allow initial recovery time.	3 minutes	Allow time
	If additional recovery time is required, award that game to the opponent and allow 90 second interval.	90 seconds	Award game
Contributed	Allow recovery time.	1 hour	Allot time
	If additional time is required, consider tournament schedule.	Referee's discretion	Allot time
Opponent-inflicted	Apply Rule 17 (Conduct on Court). If player unable to continue, award match to the injured player.	None	Rule 17 penalty, award match

Court conditions

The Referee is responsible for ensuring that:

- court conditions are satisfactory for play.
- no articles are placed on the floor or within the court by the players.

Sometimes players put wallets or watches on the floor of the court in the corners near the tin. The Referee must not allow play to start until any article is removed. If necessary, the Referee can apply the Conduct on Court rule.

There may be occasions when the playing conditions of the court change so that conditions become unsuitable for play e.g. water dripping onto the court from a leaking roof. The match may be transferred to another court if directed by the Referee. The score stands.

A lighting failure is a change in court conditions.

In these (above) instances a let is allowed for the rally in which the change occurred if this happened during a rally.

No let is allowed when a ball hits court fixtures such as hinges, wall surfaces, door handles etc, which existed at the start of the match.

Drops of sweat are not changes in court conditions and no let is allowed if the ball hits a drop of sweat. If a player falls over and leaves sweat on the floor, it may be wiped at the request of either player.

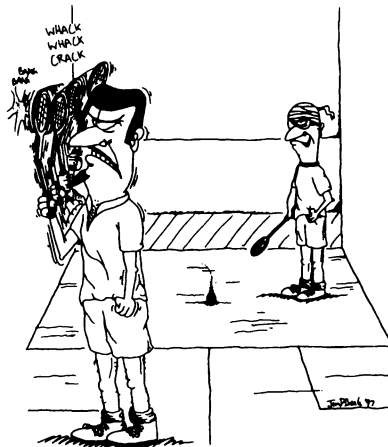
Conduct on Court – Rule 17

If the Referee considers that a player's behaviour is disruptive, intimidating or offensive to the opponent, an official or spectator, or could in any other way bring the game into disrepute, the player has to be penalised.

Offences include:

- audible or visible obscenities
- verbal or physical abuse
- dissent
- abuse of racket, ball or court
- coaching - other than during the interval between games
- significant or deliberate physical contact
- excessive racket swing
- unfair warm up
- late back on court
- dangerous play or action
- time wasting.

The Referee has the discretion to award any Conduct on Court penalty depending on the seriousness of the offence. The first penalty imposed by the Referee for a particular offence may be at any level to suit the seriousness of the offence. However, any other penalty for the **same type of offence** for the **same player**, should not be less severe than the previous penalty for that offence. So several warnings or several strokes for the same type of offence may be awarded if the Referee does not believe that the offence warrants stronger penalties.



The Referee shall penalise a player, using the Conduct on Court provisions, for racket abuse.

Coaching

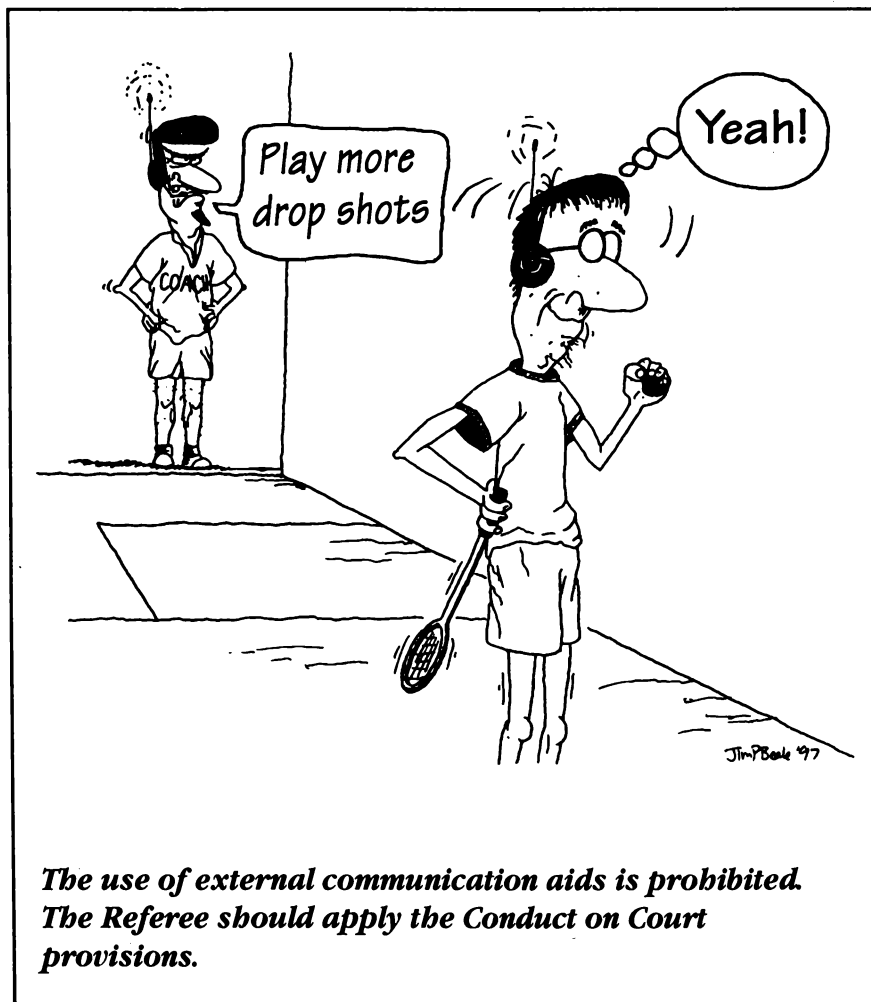
Coaching of players is permitted only during the interval between games.

Coaching should not be taken to mean brief comments of encouragement between rallies which clearly have no effect on the continuity of play.

The Referee decides whether comments are permissible encouragement or improper coaching.

The use of external communication aids is prohibited.

The Referee may penalise coaching during play by applying the Conduct on Court rule to the player being coached.



***The use of external communication aids is prohibited.
The Referee should apply the Conduct on Court
provisions.***

Crowd control

If the behaviour of any spectator, official, manager or coach is considered by the Referee to be disruptive to the continuity of play, or offensive to players, officials or spectators, the Referee should suspend play until the disruption has ceased.

If necessary, the Referee might have to require that the offending person leaves the court area, suspending play until the offender has left.

Clothing

Organisers may specify regulations regarding players' clothing.

Dark clothing is **not** automatically banned.

In some events, particularly those run by PSA and WISPA, there may be restrictions on the size of advertising material which may be worn by players.

Conduct penalty provisions:

Conduct Warning

Conduct Stroke (stroke awarded to the opponent)

Conduct Game (game awarded to the opponent)

Conduct Match (match awarded to the opponent)

Terminology

The following are examples of terminology for a Referee to use:

“Conduct warning Smith, for late back to court.”

“Conduct stroke Jones, for ball abuse, stroke to Smith.”

“Conduct game Smith, for deliberate physical contact, game to Jones.”

“Conduct match Jones, for physical abuse, match to Smith.”

Following a conduct award by the Referee, it is not necessary for the Marker to repeat all of the statement made by the Referee. The decision only is necessary, e.g. “Stroke to Jones, 7-4”.

Effect of penalties on the play:

Conduct warning

If the Referee stops play to give a conduct warning, a let is allowed.

Conduct stroke

If the Referee does not intervene to stop play, the Marker calls the score to reflect the result of the rally. A conduct stroke then awarded by the Referee becomes either point gain or hand out.

If the Referee stops play to award a conduct stroke that becomes the result of the rally.

If the Referee awards a conduct stroke because of an incident that happened between rallies, the result of the rally stands and the conduct stroke award is additional to the score.

If the server is awarded a conduct stroke, the server scores a point and no change of box occurs.

If the receiver is awarded the conduct stroke, the receiver becomes the server. The same applies at the beginning of a game if a player is penalised during the time interval between games.

In a conduct stroke situation the Referee must make it clear that the offending player is being penalised under the Conduct on Court rule so there will be no confusion with a stroke award under the Interference rule.

Conduct game

If the Referee awards a conduct game for a game that is in progress, the offending player retains all points already won. The player awarded the game scores 9 points unless "Set 2" has already been announced, in which case that player scores 10 points.

If the Referee awards a conduct game, that game is the one in progress or the next game if one is not in progress. In the latter case the interval between games does not apply.

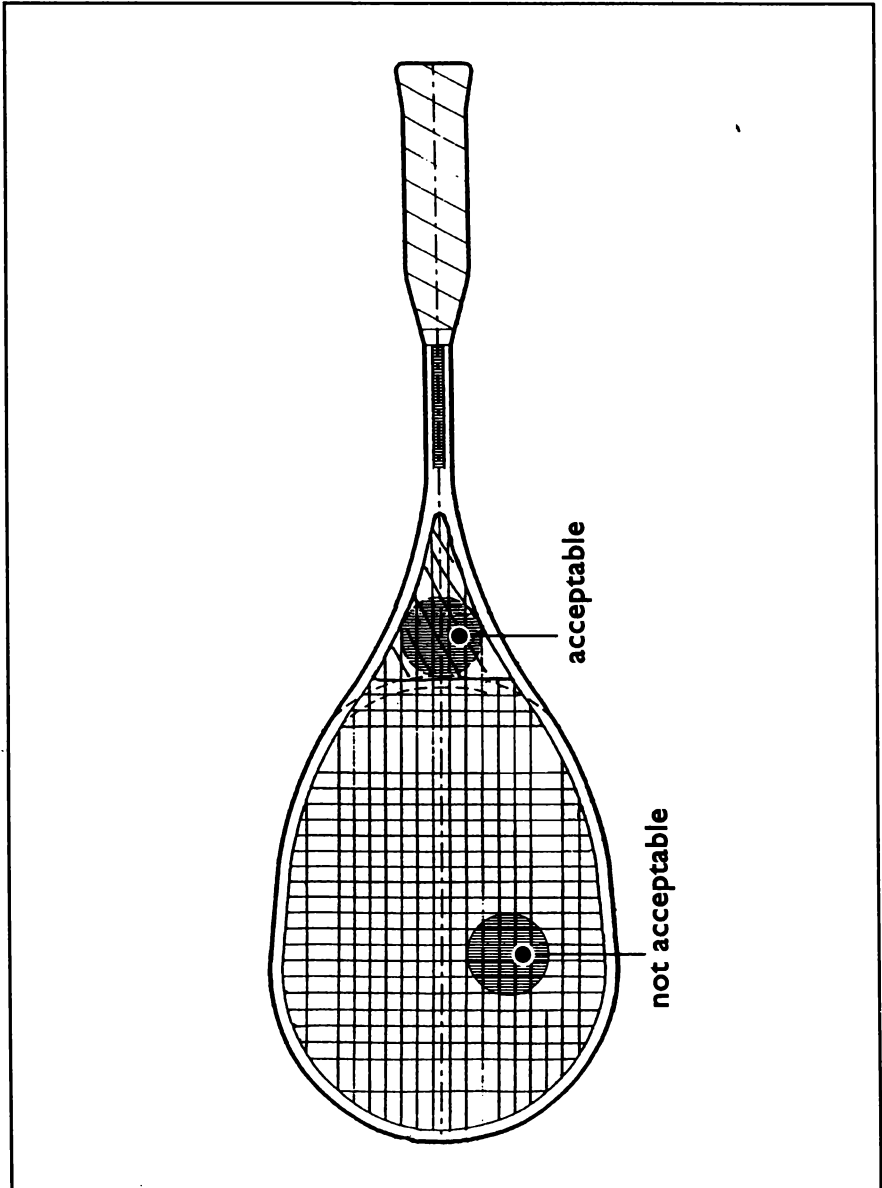
If a game is not in progress and a conduct game is awarded, e.g. due to a late return to court, the score would be 9-0. Another 90 second interval between games is not allowed.

Conduct match

The offending player retains all games and points already won. The score for games not played is 9-0.

STRING SPACERS

Any grommets, string spacers or other devices attached to any part of the racket shall be used solely to limit or prevent wear and tear or vibration, and be reasonable in size and placement for such purpose. They shall not be attached to any part of the strings within the hitting area (defined as the area formed by overlapping strings).



Protective eyewear

It is recommended that protective eye guards, manufactured to an appropriate National Standard should be worn properly over the eyes at all times during play. This is a requirement of some National Associations. It is particularly recommended for juniors and is compulsory for Doubles play.

For further copies, and for all rules and refereeing matters, please contact:

Squash Australia Ltd

Sports House Office 9
Cnr Castlemaine & Caxton Sts
Milton, Queensland 4064, Australia

World Squash Federation

6 Havelock Road
Hastings, East Sussex. TN34 1BP, England

Resources available:

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- abbreviated

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